

DRAGON'S LAIR

INTRODUCTION

Thank you for buying a Software Projects game. We hope you enjoy playing DRAGON'S LAIR on your Amstrad 464/664/6128.

LOADING INSTRUCTIONS

CASSETTE

If you have an external disk drive connected please leave switched OFF. Place the cassette tape in your recorder and rewind tape to the beginning. (There is a complete game on both sides of the cassette).

Type RUN^DL

Now press PLAY on your Datacorder then press any key on your keyboard. Leave the cassette in the Datacorder and the Play key depressed. Because of the size of DRAGON'S LAIR this game will load in several stages.

Once the main program has loaded you will be prompted to reset the tape counter to ZERO

When DIRK has successfully completed a level, the program will automatically load the next level in.

Because of the multi-load the computer will prompt you to reset your tape counter to zero so the game can be re-started by rewinding the tape once all lives have been lost.

DISK

Please follow these instructions correctly as stated or program will not load. Make sure that you first reset your computer. If you are using an Amstrad 464 switch on the drive and THEN the computer. Insert disk into your main drive (Drive A) and close drive door.

Type RUN^DL then press <ENTER>

Leave the disk in the drive all the time while playing, each screen will load in as you reach it. Please be patient as you will only have about 6 seconds to wait until the next level has loaded.

**ALL OTHER EQUIPMENT SHOULD BE TURNED OFF AND ANY
CARTRIDGES MUST BE REMOVED**

BONUS DIRKS

You will earn a Bonus Dirk (extra life) after completing the weapons room and one dirk for each screen completed after that up to a maximum of six dirks (you will need them!)

CONTROLS

Either keyboard or joystick may be used simultaneously.

KEYBOARD

Z
X
K
M
L
:

JOYSTICK

LEFT
RIGHT
UP
DOWN
FIRE
SPACE BAR

MOVE LEFT
MOVE RIGHT
MOVE UP
MOVE DOWN
DRAW SWORD/JUMP
JUMP ON GIDDY GOON

SPECIAL KEYS AND JOYSTICK MOVEMENT

When playing the Ramps and Giddy Goons screen you will need to press SPACEBAR to jump from ramp to ramp.

In Skull hallway, the Weapons room and the Tentacle room, the joystick will only accept the correct action at the correct time. The correct action at the wrong time will be ignored. If you hold the joystick in anticipation of a move it will be ignored resulting in losing a life. So be warned, timing is very important in these rooms.

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WARRANTY

We guarantee this product for use on Amstrad equipment only. Any other equipment may work but is not covered by our guarantee.